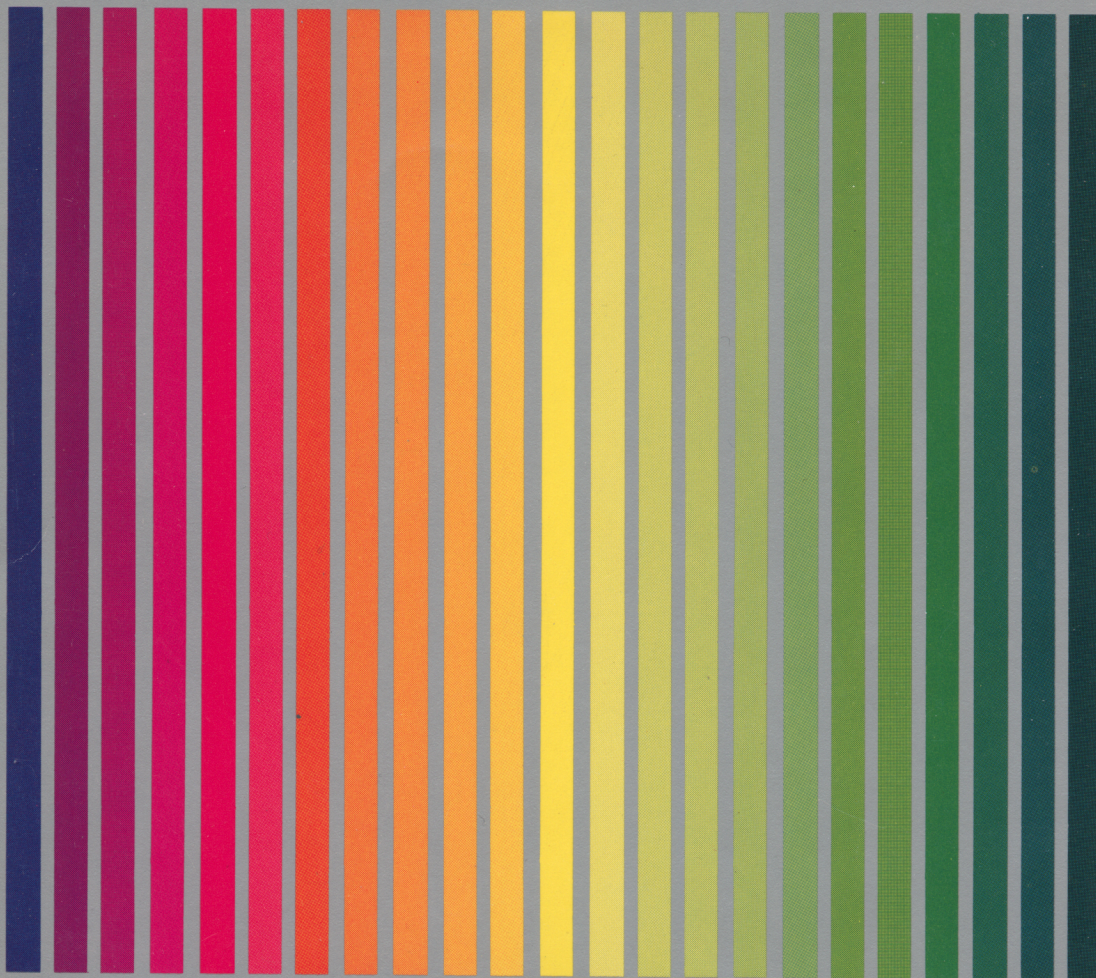


APX ATARI® PROGRAM EXCHANGE



Minotaur

Steven Cavin

APX-10039 APX-20039

User-Written Software for ATARI Home Computers

Minotaur

Steven Cavin

APX-10039 APX-20039

MINOTAUR

by

Steven Cavin

USER INSTRUCTIONS
9/1/81

COPYRIGHT 1981 Steven Cavin

Copyright and right to make backup copies. On receipt of this computer program and related documentation (the software), you are granted a nonexclusive license to execute the enclosed software and to make backup or archival copies of the computer program for your personal use only, and only on the condition that all copies are conspicuously marked with the same copyright notices as appear on the original. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI

ATARI 400 Home Computer

ATARI 800 Home Computer

ATARI 410 Program Recorder

ATARI 810 Disk Drive

ATARI 820 40-Column Printer

ATARI 822 Thermal Printer

ATARI 825 80-Column Printer

ATARI 830 Acoustic Modem

ATARI 850 Interface Module

Distributed by

The ATARI Program Exchange
P. O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

To request an APX Software Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

You can also call us at 408/745-5535.

INTRODUCTION

OVERVIEW

MINOTAUR takes you back to ancient Greece where, on the isle of Crete, you face the legendary Minotaur of Cnossus. You're trapped deep within a great stone maze with only one exit. Prowling about the maze is the Minotaur, half-bull and half-man, hungry and irritable. Using your joystick controller, you must find the way out before the Minotaur crosses your path, tracks you down, and smashes you to bits. Your footsteps echo in your ears as you frantically race through the maze, and the Minotaur's ravenous roar grows louder as it zeros in on you with its keen sense of smell.

Each time you run MINOTAUR, you face a new maze and you move against a different background color.

REQUIRED ACCESSORIES

Cassette version
24K RAM
ATARI 410 Program Recorder

Diskette version
32K RAM
ATARI 810 Disk Drive

ATARI BASIC Language Cartridge
One ATARI Joystick Controller

CONTACTING THE AUTHOR

Users wishing to contact the author about MINOTAUR may write to him at:

515 S. Bernardo #2
Sunnyvale, CA 94086

GETTING STARTED

LOADING THE GAME INTO RAM

1. Plug your joystick controller into the first (the leftmost) controller jack at the front of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of the game:
 - a. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
 - b. Insert the game cassette in the program recorder, press REWIND until the tape rewinds completely, and then press PLAY.
 - c. Type CLOAD and press the RETURN key twice.
 - d. After the game loads into RAM, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of the game:

- a. Turn on your disk drive and insert the game diskette.
- b. Turn on your computer and your video screen.
- c. When the READY prompt displays, type RUN "D:MINOTAUR" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing the game diskette (e.g., RUN "D2:MINOTAUR" for disk drive two). The program will load into RAM and start.

PLAYING MINOTAUR

THE FIRST DISPLAY SCREEN

The first display screen contains the program title

THE MINOTAUR

against a light yellow background (if you have a color video screen).

BUILDING THE MAZE

Shortly thereafter two screens of text display, describing the legend of the Minotaur. While you're reading, the program is busy building the maze, which takes about five minutes. When the maze has been designed, you'll see it being built column-by-column. Once the maze is complete, your dark square positions itself in the upper left-hand corner of the maze, and the Minotaur's light square skulks in the lower right-hand corner, near the exit.

PLAYING THE GAME

Your goal is to escape the maze before the Minotaur devours you. You move around the maze by pushing the joystick in the direction you want to move: up, down, left, or right. Hold your joystick controller so that the red trigger button (which you don't use in MINOTAUR) is at the upper left-hand corner, towards the video screen. Don't worry about bumping into walls; the program ignores such moves.

Using a light touch with your joystick results in quicker responses and more accurate movement than pushing the joystick for all it's worth.

ENDING THE GAME

The game ends when either the Minotaur smashes you to bits or you escape the maze.

PLAYING AGAIN

To play another session of MINOTAUR, type YES (typing Y won't work) in response to the prompt

WOULD YOU LIKE TO TRY AGAIN?

The title and text screens redisplay while the program builds another maze.

If you don't want to play another round, type NO and the READY prompt will redisplay, indicating you're back in BASIC.

PROGRAM WARNINGS

SLUGGISH JOYSTICK RESPONSE

As mentioned earlier, pushing the joystick lightly in any direction gives you better results than pushing it vigorously. If you're still having problems with your joystick, make sure it's plugged into the first controller jack at the front of your computer console and make sure the red trigger button faces the upper left-hand corner, toward the video screen.

DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS

Neither Atari, Inc. ("ATARI"), nor its software supplier, distributor, or dealers make any express or implied warranty of any kind with respect to this computer software program and/or material, including, but not limited to warranties of merchantability and fitness for a particular purpose. This computer program software and/or material is distributed solely on an "as is" basis. The entire risk as to the quality and performance of such programs is with the purchaser. Purchaser accepts and uses this computer program software and/or material upon his/her own inspection of the computer software program and/or material, without reliance upon any representation or description concerning the computer program software and/or material. Should the computer program software and/or material prove defective, purchaser and not ATARI, its software supplier, distributor, or dealer, assumes the entire cost of all necessary servicing, repair, or correction, and any incidental damages.

In no event shall ATARI, or its software supplier, distributor, or dealer be liable or responsible to a purchaser, customer, or any other person or entity with respect to any liability, loss, incidental or consequential damage caused or alleged to be caused, directly or indirectly, by the computer program software and/or material, whether defective or otherwise, even if they have been advised of the possibility of such liability, loss, or damage.

LIMITED WARRANTIES ON MEDIA AND HARDWARE ACCESSORIES

ATARI warrants to the original consumer purchaser that the media on which the computer software program and/or material is recorded, including computer program cassettes or diskettes, and all hardware accessories are free from defects in materials or workmanship for a period of 30 days from the date of purchase. If a defect covered by this limited warranty is discovered during this 30-day warranty period, ATARI will repair or replace the media or hardware accessories, at ATARI's option, provided the media or hardware accessories and proof of date of purchase are delivered or mailed, postage prepaid, to the ATARI Program Exchange.

This warranty shall not apply if the media or hardware accessories (1) have been misused or show signs of excessive wear, (2) have been damaged by playback equipment or by being used with any products not supplied by ATARI, or (3) if the purchaser causes or permits the media or hardware accessories to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties on media or hardware accessories, including warranties of merchantability and fitness, are hereby limited to 30 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties on media or hardware accessories are hereby excluded. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states also do not allow the exclusion or limitation of incidental or consequential damage, so the above limitation or exclusion may not apply to you.

1. The first part of the document discusses the importance of maintaining accurate records of all transactions. It emphasizes that proper record-keeping is essential for the integrity of the financial system and for the ability to detect and prevent fraud. The text also mentions the need for regular audits and the role of independent auditors in ensuring the reliability of the data.

2. The second part of the document focuses on the challenges faced by organizations in implementing effective internal controls. It highlights the need for a strong culture of compliance and the importance of training employees on the proper use of resources. The text also discusses the role of management in setting the tone at the top and the importance of monitoring and evaluating the effectiveness of the controls.

3. The third part of the document addresses the issue of data security and the protection of sensitive information. It discusses the various threats to data security, such as cyberattacks and insider threats, and the need for robust security measures to protect against these risks. The text also mentions the importance of data backup and recovery plans and the role of security personnel in ensuring the safety of the data.

4. The fourth part of the document discusses the importance of transparency and accountability in the financial system. It emphasizes the need for clear communication and the disclosure of relevant information to stakeholders. The text also mentions the role of regulatory bodies in ensuring that organizations comply with the relevant laws and regulations. Finally, the document concludes by stating that the ultimate goal of all these efforts is to ensure the integrity and reliability of the financial system.

ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:



ATARI Program Exchange
P.O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

[seal here]

